

# Sonic

the comic



starring

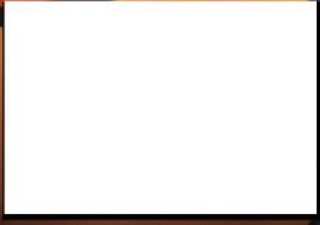
**SONIC**  
THE HEDGEHOG™

**TAILS  
BEAMS  
BACK!**

**ZONERUNNER  
CHILLS OUT!**



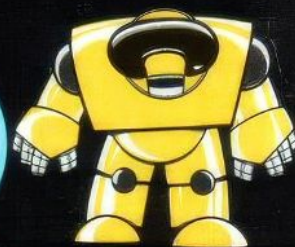
**NEPTUNE &  
SATURN  
REVEALED!  
SHINOBI!  
CAPTAIN  
PLUNDER!**





# CONTROL

# Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey, Boomers!

Welcome as we launch into another edition of your fave read. Yes, the most happening comic this side of the galaxy lifts off with **Sonic** unravelling the **Mystery of the Sandopolis Zone**. **Shinobi** encounters more choppy action in **Power of the Elements**. **Captain Plunder & His Sky Pirates** feel the long wooden arm of the law and the quest for **Tails** continues in **Zonerunner & The Big Freeze**.

Talking of **Tails** ... see him turn teacher in the **News Zone**, back for this issue. There's also the latest update on the sega-sational Saturn and Neptune systems. Far out, humes!

STC goes for gold in just two issues as our Easter issue coincides with STC's big five-o! To help celebrate in suitable style, back by popular demand, are those terrific tattoos. Only these tattoos will be gold (and silver). STC ... almost 50 and still looking good!

*Megadroid*

## VIRGIN COMPO WINNERS!

Here's the results of STC 41's vunderbar Virgin Compo where eagle-eyed Boomers had to work out a Spot the Difference and identify a fishy Badnik (who, was of course, Chopper!). Congratulations to the following Boomers:-

**1ST PRIZE WINNERS** will receive a Sega Mega Drive and two Virgin games each:-

- T. Grundy, Stonehaven, Scotland.
- D. Jones, Brockworth, Glos.
- J. Prichard, Newport, Gwent.



**24 RUNNERS UP** will each receive a selected Virgin

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
| B. Aghdani, Veken, Switzerland.       | R. Pitt, Croydon, Surrey.            |
| L. Billing, Minster, Kent.            | K. Rahman, Swinton, Manchester.      |
| R. Bloomfield, Hunstanton, Norfolk.   | M. Ratcliffe, Somerton, Somerset.    |
| L. Castle, Emsworth, Hants.           | J. Silver, Kincardinshire, Scotland. |
| C. Clutson, Paignton, Devon.          | M. Shackleton, Sutton Park, Hull.    |
| J. Crossland, Gosport, Hants.         | S. Stephenson, Whitehaven, Cumbria.  |
| G. Gyory, Edgware, Middx.             | J. Tailby, Sailsbury, Wilts.         |
| D. Hughes, Maidstone, Kent.           | B. Tucker, Reading, Berks.           |
| S. Hulance, Toddington, Beds.         | A. Wales, Grantham, Lincs.           |
| N. Ioannou, Truro, Cornwall.          | M. Webber, Bridgwater, Somerset.     |
| R. Linton, Newport, Gwent.            |                                      |
| J. Masucci, Folkestone, Kent.         |                                      |
| M. McQuillan, Fort William, Scotland. |                                      |
| R. Parsons, Chorley, Bolton.          |                                      |

## The Sega Charts

All the chart action for all the Sega systems  
- in every issue of STC.



### MEGA DRIVE

- 1 — FIFA SOCCER '95
- 2 — MICRO MACHINES 2
- 3 — THE LION KING
- 4 — PGA TOUR GOLF 3
- 5 — CANNON FODDER
- 6 — JIMMY WHITE'S WHIRLWIND SNOOKER
- 7 — TERMINATOR 2
- 8 — ETERNAL CHAMPIONS
- 9 — B.O.B.
- 10 — MUTANT LEAGUE FOOTBALL

### MEGA-CD

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — WWF RAGE IN THE CAGE
- 3 — MORTAL KOMBAT
- 4 — MICKEY MANIA
- 5 — NOVA STORM
- 6 — ECCO THE DOLPHIN
- 7 — REBEL ASSAULT
- 8 — THUNDERHAWK
- 9 — SHERLOCK HOLMES
- 10 — FINAL FIGHT

### MASTER SYSTEM

- 1 — ROBOCOP V TERMINATOR
- 2 — SONIC CHAOS
- 3 — SONIC THE HEDGEHOG 2
- 4 — DESERT SPEED TRAP
- 5 — DONALD DUCK
- 6 — JUNGLE BOOK
- 7 — DESERT STRIKE
- 8 — THE LION KING
- 9 — SONIC THE HEDGEHOG
- 10 — COOL SPOT

### GAME GEAR

- 1 — SONIC THE HEDGEHOG 2
- 2 — SUPER OFF ROAD
- 3 — THE LION KING
- 4 — SONIC CHAOS
- 5 — TAZ-MANIA
- 6 — WORLD CLASS LEADERBOARD
- 7 — COOL SPOT
- 8 — MORTAL KOMBAT 2
- 9 — JUNGLE BOOK
- 10 — SONIC THE HEDGEHOG

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- **Publisher:** Rob McMenamy

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ON THE FLOATING ISLAND THE REPAIRS TO DOCTOR ROBOTNIK'S DEADLY DEATH EGG SATELLITE ARE ALMOST COMPLETE.

SONIC AND KNUCKLES WERE ON THEIR WAY TO PUT A STOP TO THE MAD-MAN'S EVIL SCHEME WHEN THEIR PROGRESS WAS INTERRUPTED...

I'VE DONE IT! I'VE FOUND THE LOST PYRAMID OF SANDOPOLIS!

KRRMMBLZ

LOOKS LIKE THERE'S SOMEBODY HOME... DID YOUR MAP MENTION ANYTHING ABOUT THAT, CAPTAIN PLUNDER?

OH THERE WAS SOME NONSENSE ABOUT A GIANT STONE GUARDIAN... I PAID IT NO HEED!

# SONIC

THE HEDGEHOG

## Mystery of the Sandopolis Zone

PART 2

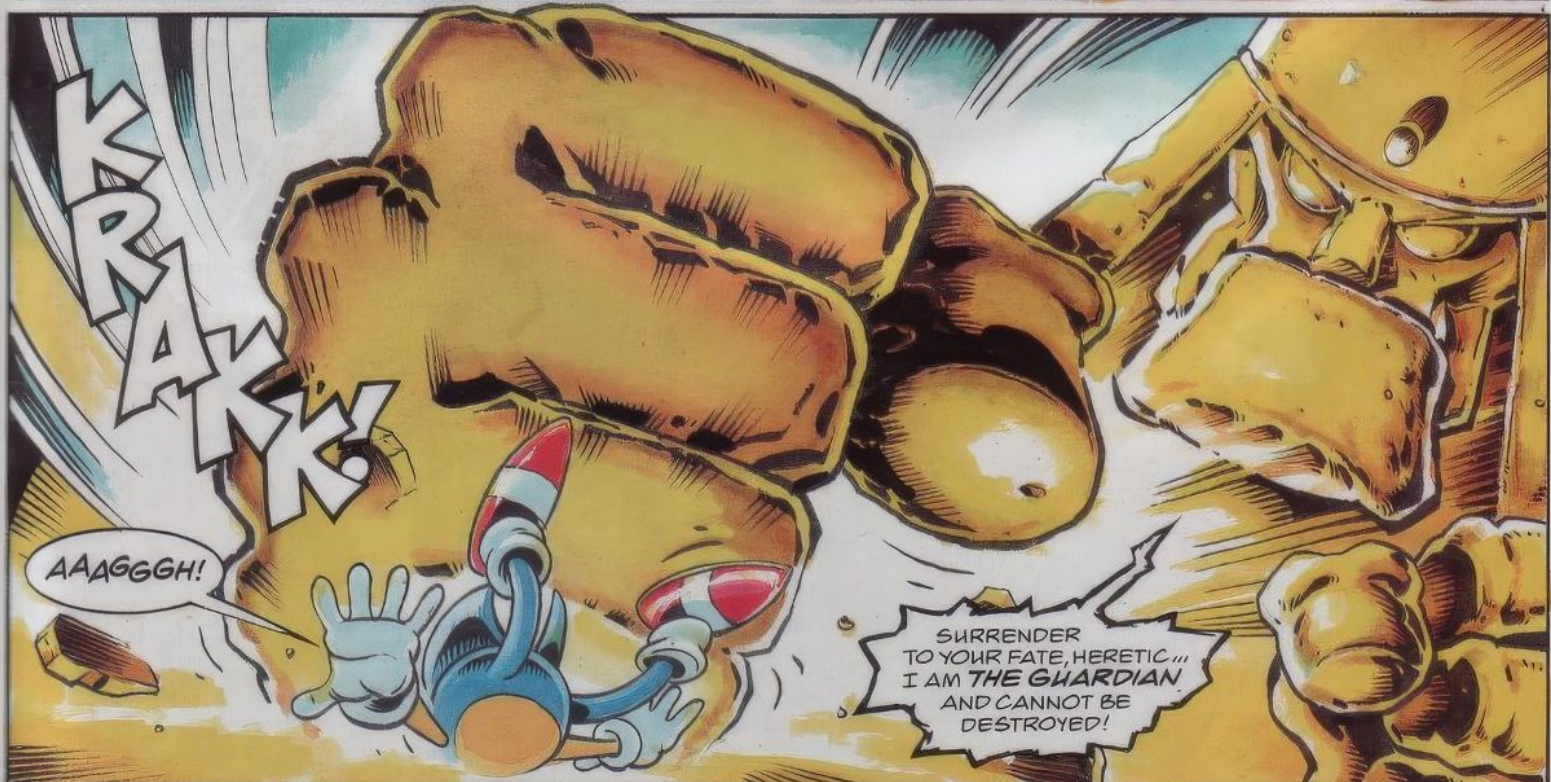
Script: Nigel Kitching  
Art: Richard Elson  
Lettering: Elbio de' Ville

ARE ALL PIRATES AS STUPID AS YOU?

HERETICS... YOU HAVE NO RIGHT TO SUMMON THE SACRED PYRAMID. ALL WHO BREAK THIS ANCIENT LAW ARE CURSED...

... AND MUST DIE!







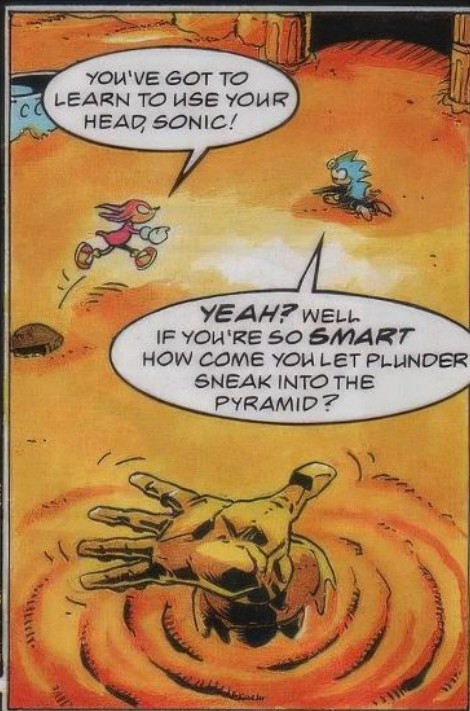


OVER HERE, GUARDIAN! I'VE READ THE SACRED TEXTS... I KNOW ALL ABOUT YOU AND YOUR PYRAMID! YOU WON'T FIND **ME** SO EASY TO BEAT!



MAINLY BECAUSE I'M NOT **STUPID** ENOUGH TO TRY AND FIGHT YOU!

AND WHY SHOULD I BOTHER WITH ALL THIS HANDY **QUICKSAND** AROUND THE PLACE?



YOU'VE GOT TO LEARN TO USE YOUR HEAD, SONIC!

**YEAH?** WELL IF YOU'RE SO **SMART** HOW COME YOU LET PLUNDER SNEAK INTO THE PYRAMID?



HEY KNUCKLES, I THOUGHT YOU WERE THE **MASTER** OF THE FLOATING ISLAND. HOW COME THE STONE GIANT ATTACKED YOU?



HE'S FROM AN ANCIENT TIME, SONIC... HE WON'T EVEN REALISE THE RACE OF PEOPLE WHO ONCE LIVED ON THE FLOATING ISLAND HAVE LONG GONE...

**LISTEN**... I THOUGHT I HEARD A NOISE UP AHEAD!



AND UP AHEAD WE FIND...

HERE IT IS, MATES, JUST WHERE THE MAP SAID!

BUT AFTER ALL THESE CENTURIES WILL IT STILL WORK, CAP'N?





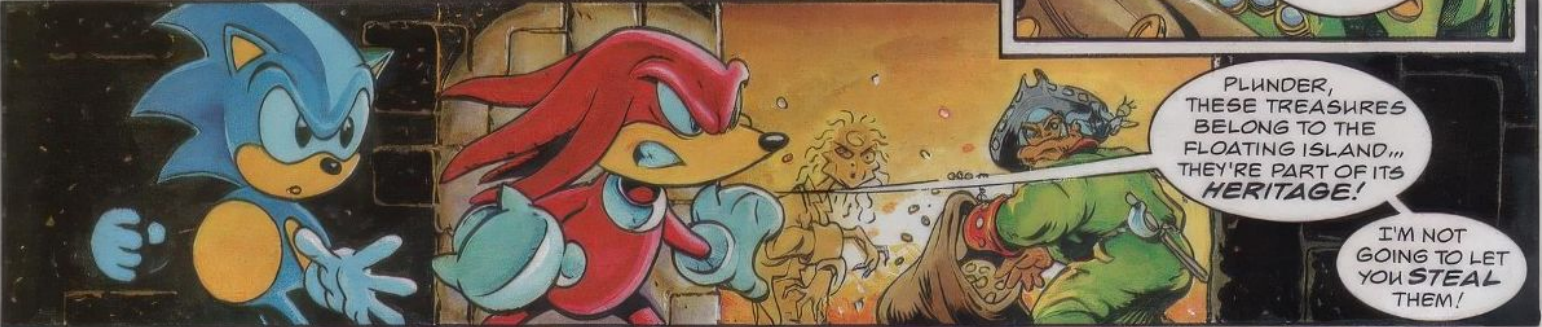
IT WORKED!  
JUST LOOK AT THAT,  
THE LOST TOMB OF  
SANDOPOLIS!

NEVER YOU  
MIND THAT, FILCH...  
JUST EE LOOK AT THE  
TREASURE!



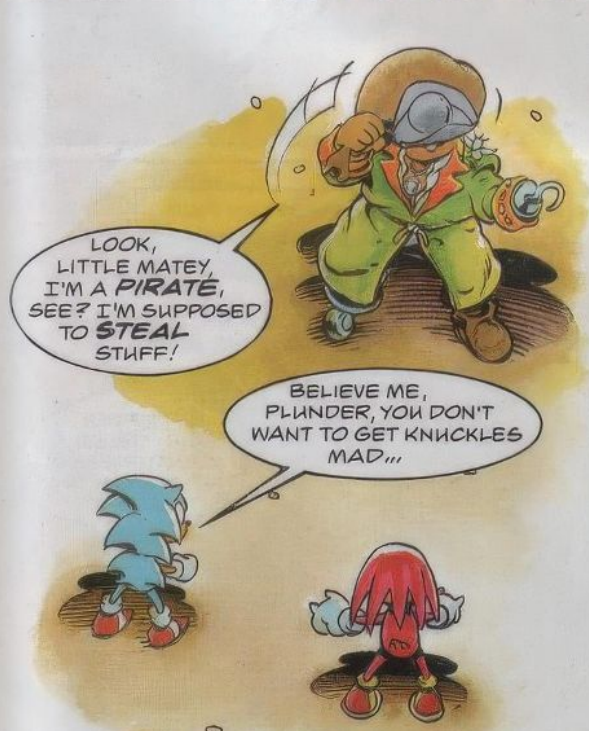
GET TO  
WORK, FILCH, YOU  
SLACKER!

I CAN'T,  
CAP'N... I'M  
A GHOST.  
REMEMBER? I  
CAN'T TOUCH  
ANYTHING!



PLUNDER,  
THESE TREASURES  
BELONG TO THE  
FLOATING ISLAND...  
THEY'RE PART OF ITS  
HERITAGE!

I'M NOT  
GOING TO LET  
YOU STEAL  
THEM!



LOOK,  
LITTLE MATEY,  
I'M A PIRATE,  
SEE? I'M SUPPOSED  
TO STEAL  
STUFF!

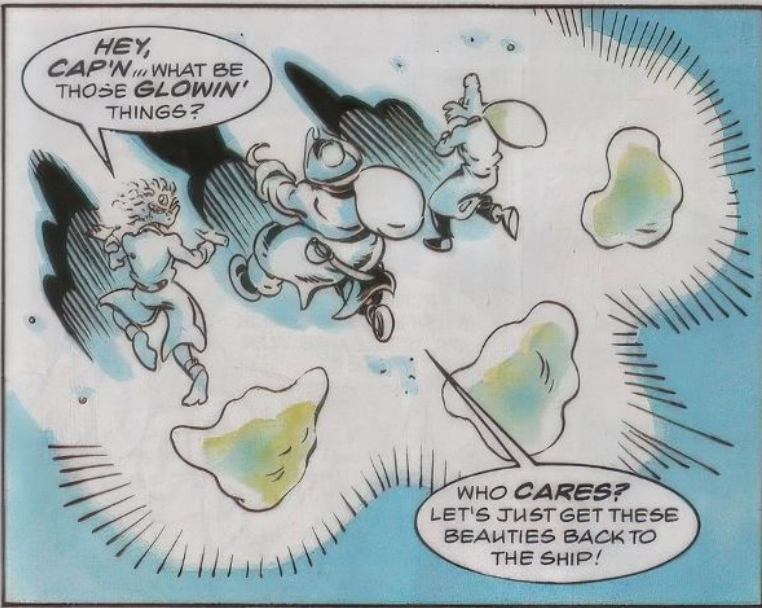
BELIEVE ME,  
PLUNDER, YOU DON'T  
WANT TO GET KNUCKLES  
MAD...



HEY... WHAT'S  
HAPPENING TO THE  
LIGHTS?

THE LIGHTING  
SYSTEM IS THOUSANDS  
OF YEARS OLD SONIC, I  
GUESS IT'S JUST NOT AS  
RELIABLE AS IT  
USED TO BE.









FILCH, YOU  
COWARD, YOU'RE  
A GHOST, MAKE  
FRIENDS WITH  
THESE LADS !!!

UH CAP'N !!!  
I THINK THESE ARE  
THE **WRONG** SORT  
OF GHOSTS!

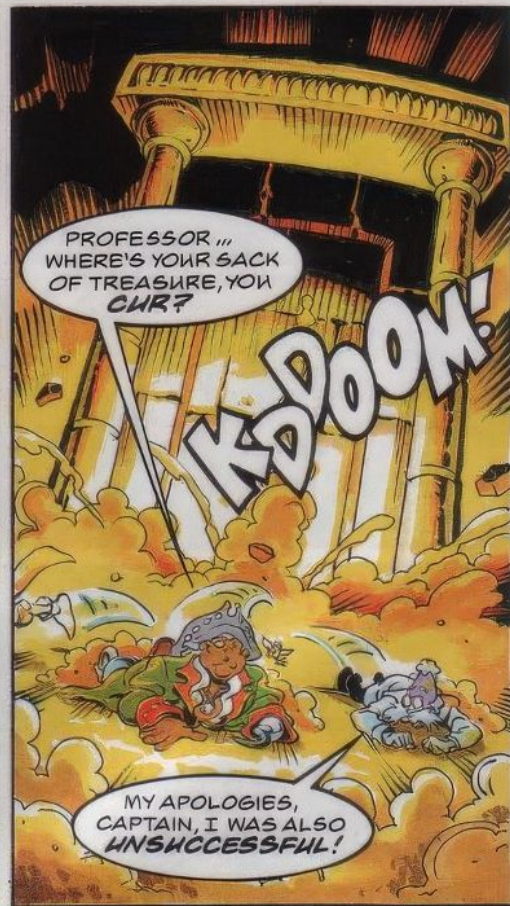


IN THAT  
CASE, **RUN**  
FOR IT! WE'RE  
NEARLY  
OUT!



UGGGH!

QUICKLY CAP'N,  
THE DOOR'S STARTIN'  
TO CLOSE!



PROFESSOR !!!  
WHERE'S YOUR SACK  
OF TREASURE, YOU  
**CHR?**

MY APOLOGIES,  
CAPTAIN, I WAS ALSO  
**UNSUCCESSFUL!**



WE CAN'T RETURN  
TO THE SHIP AND TELL THE  
CREW WE WERE CHASED OUT BY  
A COUPLE OF GHOSTS.  
FILCH?

I'LL COME UP  
WITH A MORE **FITTING**  
TALE, CAP'N !!! PERHAPS  
FIFTY EVIL SPIRITS? HMMM !!!  
BETTER MAKE IT A  
**HUNDRED** !!!



MEANWHILE BACK INSIDE THE PYRAMID ...

SO WHAT IS THAT THING?

IT'S A **SEAL**, SONIC ... IF IT'S SMASHED THE SAND WILL POUR IN FROM OUTSIDE.

WHICH IS JUST WHAT I WANT!

SO LET ME SEE IF I'VE GOT THIS STRAIGHT ... THIS SAND WILL MAKE THE PYRAMID SINK BACK UNDER THE DESERT, BUT **PERMANENTLY**. RIGHT?

THAT'S IT ... KEEPING THE TREASURES **SAFE** FROM PEOPLE LIKE CAPTAIN PLUNDER!

BUT SINCE WE'RE TRAPPED IN HERE WON'T WE ...

THE ANCIENT TEXTS TELL OF A **SECRET EXIT** ... OF COURSE YOU CAN'T ALWAYS RELY ON THOSE ANCIENT TEXTS ...

I WAS **RIGHT**! COME ON, SONIC ... BEFORE THE SAND COVERS IT OVER!

HH? OH RIGHT. HEY, WHAT DO YOU THINK HAPPENED TO CAPTAIN PLUNDER?

... AND THEN **TWO HUNDRED** EVIL SPIRITS EACH WITH SEVEN HEADS AND BLAZING EYES ATTACKED US FROM ALL SIDES ...

NEXT ISSUE: 10 ... 9 ... 8 ... 7 ...



# REVIEW

## Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.

Reviewer:  
David Gibbon

### THE PIRATES OF DARK WATER



Mega Drive

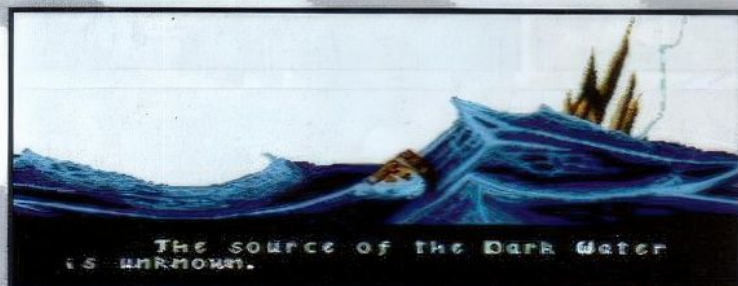
game type: **ADVENTURE**  
**1 PLAYER**



Shiver me timbers! If it isn't Hanna-Barbera, the folk responsible for creating - amongst others - *Tom*

& *Jerry* and *The Flintstones*. Their latest production, *The Pirates of Dark Water*, may well become another blockbuster thanks to its Saturday morning run in the U.K.

The game itself is set within the dark watery world of Mer, where evil patches of water are in operation. Only the Treasures of Rule are able to combat this force. A character called Ren, and crew members Ioz and Tula, sail the high seas to face a pirate called Lord Bloth and



#### RATING SYSTEM

under 40% = Yawnsville  
40 - 70% = Normalsville

70 - 80% = Fun City  
80 - 90% = Big Time City  
Over 90% = Mega City

his henchmen on a quest for the lost treasure. Only then can Mer be returned to its former glory and the Dark Water controlled.

At the beginning of *The Pirates Of Dark Water* you select one of the three characters who each possess a weapon (a Dagger, an Ecomancer Energy and a Dragon-Bow). You choose



which of the islands you wish to sail to from a map of Mer. You're then ready to sail once a creature called Niddler offers a description of each location!

The graphics are nothing special, but they do work well and all the animated characters appear fairly large on-screen. Your character has several destroy tactics to combat the enemies, who range from bats to sword-fighting skeletons. Life-refilling 'pick-ups,' such as food and hearts can be found lying around each level.

You'll discover that when you walk into certain characters, a communication screen will appear, enabling you to talk to them. Some characters will trade information for gold, or offer hints on getting through the level, and others will open up doors.

*The Pirates of Dark Water* is a well-packaged game, not too difficult for its targeted younger players, who I'm sure will discover that it's worth its weight in gold.

## FAST FAX

PUBLISHER	PRICE
SUNSOFT	£44.99
GRAPHICS	
79	
SOUND	
76	
PLAYABILITY	
86	
<b>RAVES</b> Enjoyable and challenging for young players.	<b>GRAVES</b> Unoriginal.
OVERALL	
83%	



# ROCK & ROLL RACING



game type: **RACING**  
1-2 PLAYERS

Mega Drive

I urge you not to judge this as just another racing game as **Rock & Roll Racing** is really excellent! Originally released on the SNES, this new Mega Drive version features more tracks to get you moving in all the right places!

**Rock & Roll Racing** is a fast and furious racing/shoot 'em-up that takes place across six planets far into the galaxy. Each one contains strategically laid out tracks and ramps, plus handy pick-ups such as money and armour to prevent your destruction!

You're given the sum of \$20,000 dollars to play with, but you're required to purchase a car from the two on offer before you're ready to 'rock 'n' roll!'. The weapons are a most important aspect to the game, or rather the way you can blow the opposition into oblivion! Some would frown upon blowing-up a friend in order to take the lead, but it's considered fair and legit in this mad-cap racer.

You get to hear some top soundtracks and digitised speech as you speed round the tracks. A US racing



announcer called Larry 'Supermouth' Huffman adds some brilliant commentary and blow-by-blow calls. Having a total of 37 challenging tracks, players get the chance to improve their car's equipment after each track; from buying an enhanced engine or a nitro, to buying extra weaponry.

Two divisions must be raced on each planet before proceeding to the next one. A certain number of points must be scored in each division. As the planets becomes harder, you'll need a better car if you're going to have any chance of beating the opposition. Thankfully, you do get this opportunity, but only if you've won enough cash!

**Rock & Roll Racing** causes an awesome amount of fun, especially when playing against a friend. It's certainly one of my favourite racing games to date.



## FAST FAX

PUBLISHER INTERPLAY	PRICE £44.99
<b>GRAPHICS</b> 84	
<b>SOUND</b> 90	
<b>PLAYABILITY</b> 92	
<b>RAVES</b> Brilliant fun. Invite your pals round for a car blowing tournament!	<b>GRAVES</b> Not a sausage!
<b>OVERALL</b> 81%	



## THE SMURFS



Mega Drive

game type: **PLATFORM**  
**1 PLAYER**



Once upon a time in the mid 1980's, a tribe of beloved blue people were 'born' and introduced to the world as **The Smurfs**. Each Smurf behaved true to its name, i.e., Brainy was intelligent and Greedy was gluttonous. Life as a Smurf had its problems, mainly due to a big ugly sorcerer called Gargamel and his cat who craved Smurf dinners! Fortunately, however, the Smurfs managed to out-smurf them.

In this new release from Infogrames, the story is that

Gargamel has 'Smurfnapped' Jokey, Brainy, Greedy and Smurfette (the only female in Smurf land - horror!). As controller, you play the part of Hefty Smurf, whose aim is to search the entire country to rescue your friends and finally defeat Gargamel. Not an easy task, believe me.

Once you begin, the quality of the graphics will immediately hit you as they're bright and colourful and very well animated. Particularly striking are the four huge end-of-level bosses who take up most of the screen!

Played over 22 acts, **The Smurfs** is an above average platform game with plenty of variation to hold your interest. As you progress and free each of the four Smurfs, you get the chance to select which Smurf you want to be. Each Smurf is used to solve a particular problem - for example, 'Jokey' should be selected to clear a certain section of a level, as he can throw exploding presents!

Surprises don't end there! **The Smurfs** also features many extra sections, including isometric and 3D stages. The latter looks very impressive with its coming-at-you graphics. Although these kind of levels are becoming more common place in new games, steering a raft down a river or sledging down a mountainside still doesn't fail to impress.

The level of difficulty in **The Smurfs** is quite high, causing frustration if you fail to get past a certain section. Certainly there are areas where improvements would certainly have made a big difference. However, **The Smurfs** is certainly an exceptional platformer and overall is Smurftastic!



FAST FAX	
PUBLISHER INFOGRAMES	PRICE £39.99
GRAPHICS .....90	
SOUND .....82	
PLAYABILITY .....86	
RAVES A top platformer.	GRAVES A toughie - takes many hours of practice to complete.
OVERALL	87%



# Shinobi

## POWER OF THE ELEMENTS PART 2

JOE MUSASHI, THE SHINOBI, HAS BEEN CAPTURED BY THE DEADLY ASSASSIN AIR, ONE OF THE FOUR ELEMENTS, WHO ARE NOW SERVING THE INFAMOUS JAPANESE MAFIA, THE YAKUZA.

HERE IS THE SPY, OYABUN\* MITSUGI.

WHAT IS THIS?  
WHO IS THIS  
OLD MAN?

\*YAKUZA TERM FOR "BOSS" — MEGADROID.

THIS IS JOE MUSASHI, UNTIL  
RECENTLY A THORN IN THE  
SIDE OF THE NEO ZEED.  
NOW HE IS YOUR PRISONER.

IF YOU CAN HOLD  
ON TO HIM.

WHAT? YOU DARE TO INSULT ME,  
AFTER I'VE MADE YOU A GUEST  
IN MY HOUSE?

I MEANT NO DISRESPECT.  
I MERELY WANTED TO —

LOOK OUT!





EEIAA!



HE IS ARMED!



THIS MAN KNOWS PRANA.\*  
HE ESCAPED US ONCE BEFORE  
USING THAT TECHNIQUE.

\*A SHALLOW BREATHING METHOD BY WHICH A NINJA  
CAN FEIGN DEATH OR UNCONSCIOUSNESS — MD.



SPARE ME  
YOUR MYSTICAL  
MUMBO-JUMBO,  
WOMAN!

SAITO!  
KILL HIM!



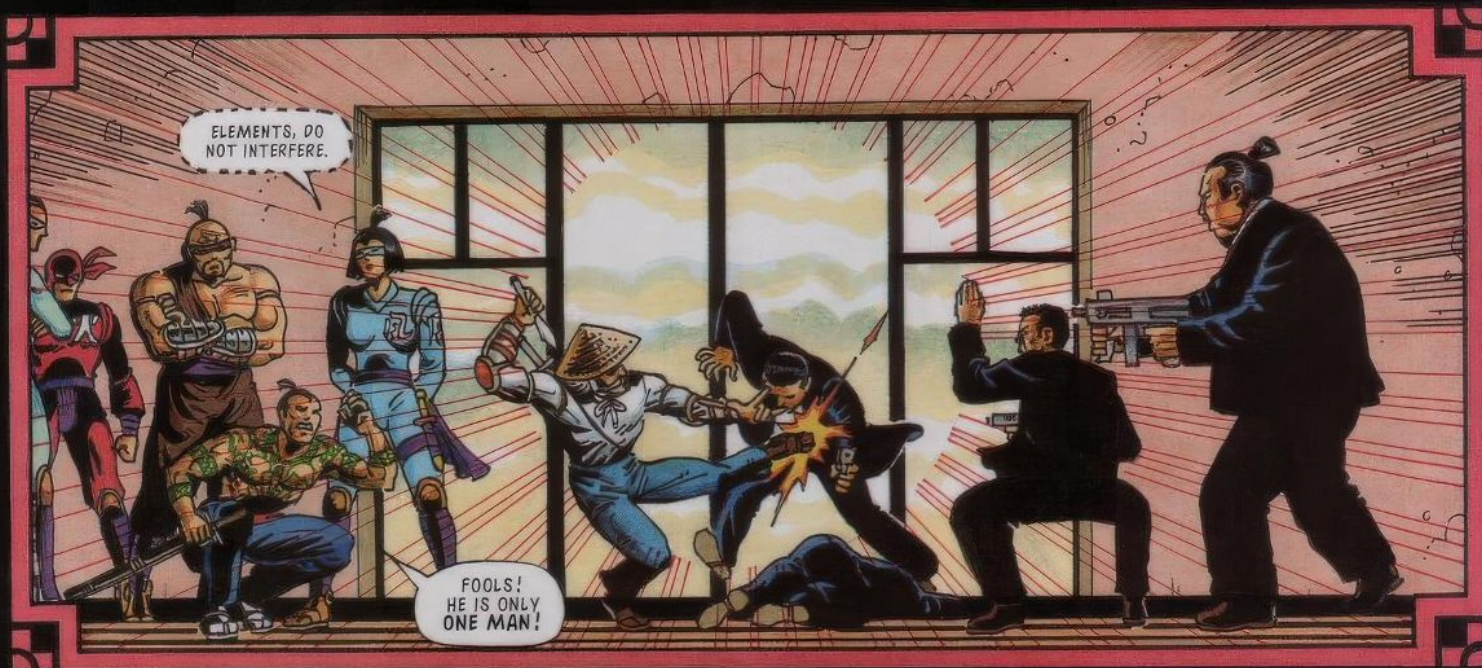
HAI, OYABUN!

RICKK!  
K!



STOP...  
AARGHH!







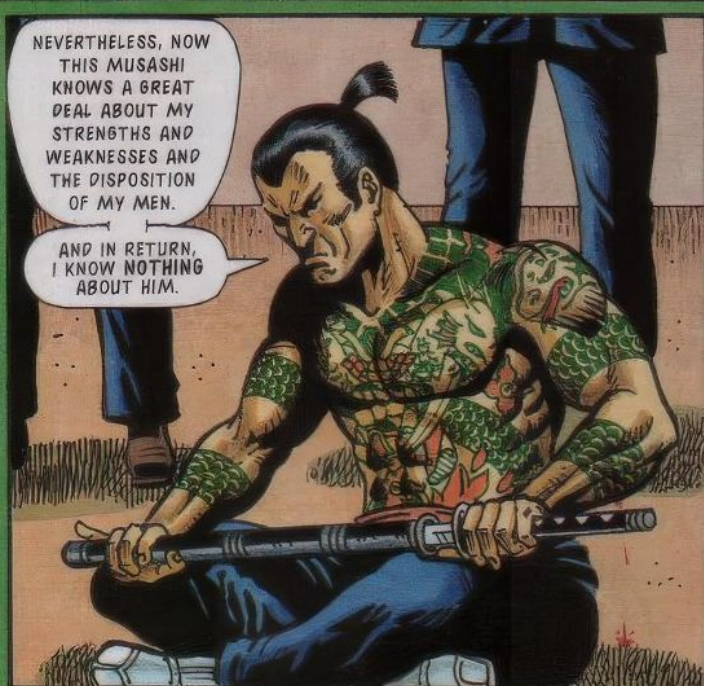


AS I SAID, THE REAL PROBLEM IS KEEPING MUSASHI.

YOU DID THAT **DELIBERATELY**. YOU BROUGHT HIM INTO MY HOUSE KNOWING THAT HE WASN'T PROPERLY **SUBDUED**.



YOU ASKED ME TO BRING MUSASHI TO YOU. NOBODY SAID ANYTHING ABOUT RENDERING HIM **HARMLESS**.



NEVERTHELESS, NOW THIS MUSASHI KNOWS A GREAT DEAL ABOUT MY STRENGTHS AND WEAKNESSES AND THE DISPOSITION OF MY MEN.

AND IN RETURN, I KNOW NOTHING ABOUT HIM.



I APOLOGISE, OYABUN. IT WAS THE ONLY WAY TO ENSURE YOU TREAT MUSASHI WITH RESPECT. HE IS NO **KOBUN**.

\*LOW-RANKING YAKUZA GANGSTER - MD.



WE FOUR ELEMENTS WILL BRING MUSASHI BACK IN CHAINS.



SOME OF MY MEN WILL ACCOMPANY YOU TO MAKE SURE YOU DO!

NOW, GO... AND DON'T COME BACK WITHOUT HIM!



HIGH ABOVE THE CITY, JOE MUSASHI FLITS SILENTLY ACROSS THE ROOFTOPS, MOVING LIKE A GHOST FROM SHADOW TO SHADOW.

HE KNOWS HE DOESN'T HAVE LONG BEFORE THE ELEMENTS AND THEIR YAKUZA ALLIES COME AFTER HIM.

WHAT?

BUNZO, SUBDUE HIM.

HAI, SENSEI."

WHAP!

"LITERALLY, "TEACHER" — MD.

HE HAS A GOOD BUILD FOR AN OLD MAN.

I FEAR THERE IS MORE TO HIM THAT MEETS THE EYE, MY CHILD.

HE IS SHINOBI!

NEXT ISSUE: ROOFWORLD!



# NEWS Zone

Newshound: JJ Hunsecker.

## NEPTUNE AND SATURN GO INTO ORBIT

NEW SEGA CONSOLES LOOK HEAVENLY!

Watch the skies! Two new Sega consoles will soon be hoving into view, taking game playing into a new dimension.

The first, still known only as **Project Neptune**, is the expected combination of the Mega Drive and Mega Drive 32X in one sleek-looking new box. No more sinister 'black mushroom' sticking out of the top of your Mega Drive!

Our pals at Sega are keeping quiet about the final name for the new unit (it's called the **Genesis 32X System** in the US). No exact release date yet either, but expect it around the Autumn, along with the amazing new 32X version of *Virtua Fighter*. Price for the **Neptune** should be under £200 for the base unit, although special bundle packs may take it a bit higher.

The **Neptune** will be able to run all current Mega



Saturn: How it'll look in the UK - sleek, black and packed with power!

Drive carts as well as the expanding range of 32X games.

Running rings around the **Neptune** is Sega's much-heralded new 'super system,' the **Saturn** (these humes and their little jokes! - *Megadroid*). The **Sega Saturn** sports a nifty new black livery for the UK market (as opposed to the grey case of the Japanese model) and should be hitting shops around the UK in September. Start saving those pennies now because it will cost around £400.

The **Saturn** will only run CD-ROM based software produced especially for it. The cartridge slot shown in the picture on this page is only for special RAM carts that can be used to save game moves, levels, etc.

STC will be taking a closer look at **Neptune** and **Saturn** nearer their release dates. In the meantime, just keep watching those Sega stars!



Neptune: Mega Drive and 32X packed into one stealthy-looking box!



# TAILS PLAYS PICO

STARRING ROLE FOR MILES PROWER AT LAST!



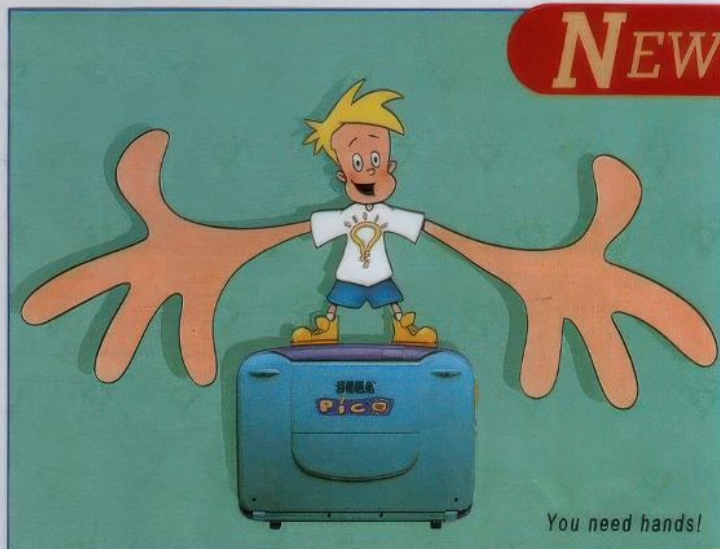
Miles (Tails) Prower, pal of Sonic and STC superstar, is one of the first characters to appear on **Pico**, the first product from Sega's new toy division.

*Tails & The Music Maker* is one of five Storyware cartridges released with the **Pico** next month. In it, Tails teaches young children how to learn and have fun music through an interactive storybook.

**Pico** is a 16-bit computer disguised as a brightly-coloured 'laptop-style' console, designed especially for children between the ages of three to seven. It plugs into a normal TV set and



NEWS



Storyware carts plug into the top of it. Each contains a 6-page storybook, which, as the pages are turned changes the picture on the TV. With the aid of the drawing pad section of **Pico** and the attached 'magic pen', children can draw, animate and interact with their favourite characters in numerous ways. The pen can even be used on the storybook pages. Buttons on the **Pico** console can also be used to move characters and choose and cancel selections.

Another Storyware cartridge is *Ecco Jr & The Great Ocean Treasure Hunt*. A younger version of Ecco The Dolphin takes children on an interactive undersea adventure. Other characters appearing on **Pico** include Mickey Mouse and Winnie The Pooh.

**Pico** will be widely available from April with a retail price of £150. Storyware carts will cost £29.99 each.





# GRAPHIC Zone

He's back and he's proud! Yes, Tails has returned with a brand new story and to help celebrate, STC has devoted the Graphic Zone to that incredible fox. Well done to these artistic Boomers for such original portrayals of Tails - you'll each receive an original STC badge.



Tails - bored with his overcoat already?

Alan Warner-Grieve,  
Sittingbourne, Kent.  
Badge Winner.

Tails gets his skate (board) on!



Richard Gifford, Sherwood, Nottingham. MS owner.  
Badge Winner.

Tails dresses for dinner!



Christopher Davis, Cleveland, Saltburn-by-the-Sea.  
Badge Winner.

Tails chills out!  
Please send in  
name and address.  
Badge Winner.



To help get your  
handywork selected in  
future Graphic Zones,  
please take note of the  
following tips:-

- \* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).
- \* Be original and don't copy pictures from the comic - come up with your own ideas.
- \* Include your name and address, preferably written in capital letters on the back of the page.



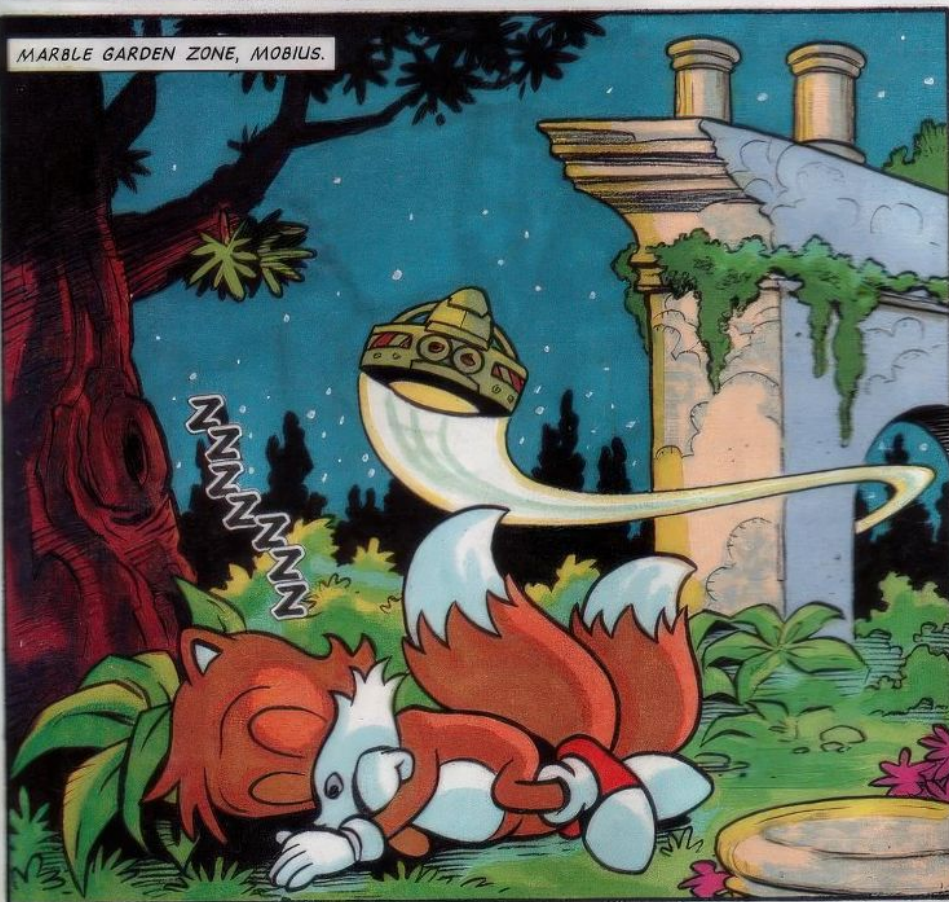
# Tails ZONERUNNER

**& THE BIG FREEZE PART 1**

**NEW STORY**

Script: MARK EYLES  
Art: ROBERTO CORONA & BRIAN WILLIAMSON  
Lettering: STEVE POTTER

MARBLE GARDEN ZONE, MOBIUS.



-I'VE PROGRAMMED THIS FLOATER DRONE TO COME AND GET YOU. NUTZAN BOLT\* WANTS REVENGE. YOU'RE IN DEADLY DANGER. THE FLOCK\*\* NEEDS YOUR...



HUH? WHO'S PRODDING ME? IS THAT YOU SONIC? ARE YOU BACK?



THE FLOATER DRONE PROJECTS A HOLOGRAM OF SAB, THE FREEDOM FIGHTER TAILS MET IN THE CHEMICAL PLANT ZONE.

YIKES!

ZONERUNNER-

SEE ZONERUNNER & THE FLOCK.



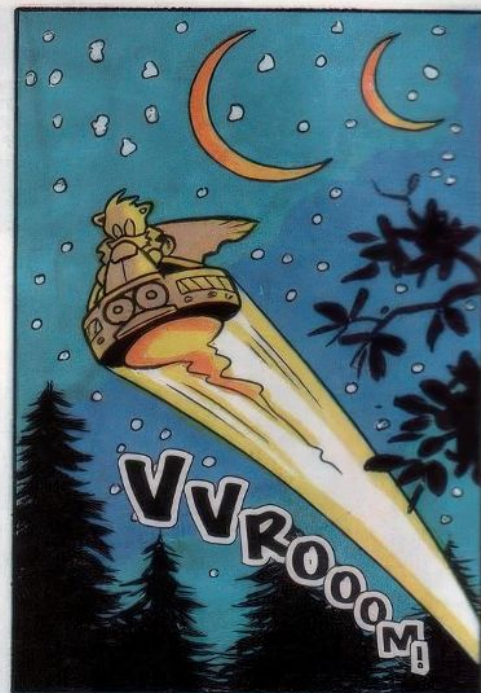
\*THE ROBOT TAILS DEFEATED.

\*\*THE FLOCK IS A GANG OF FREEDOM FIGHTERS. IN THE CHEMICAL PLANT ZONE.

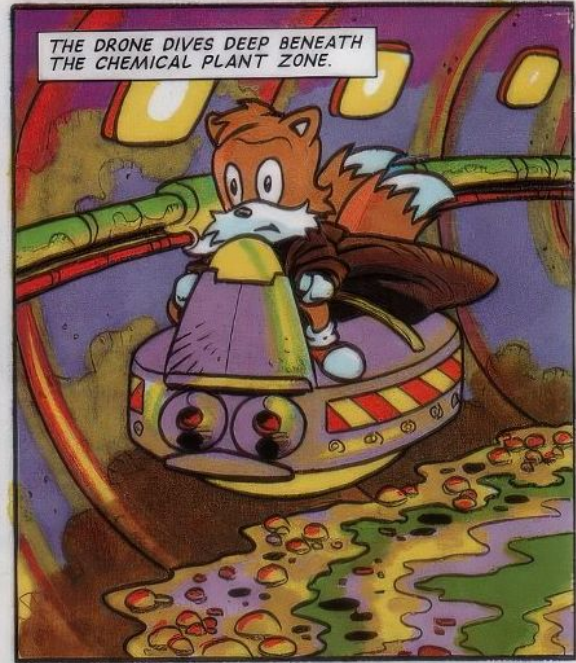




\*LITERALLY, ONE WHO RUNS THE ZONES.

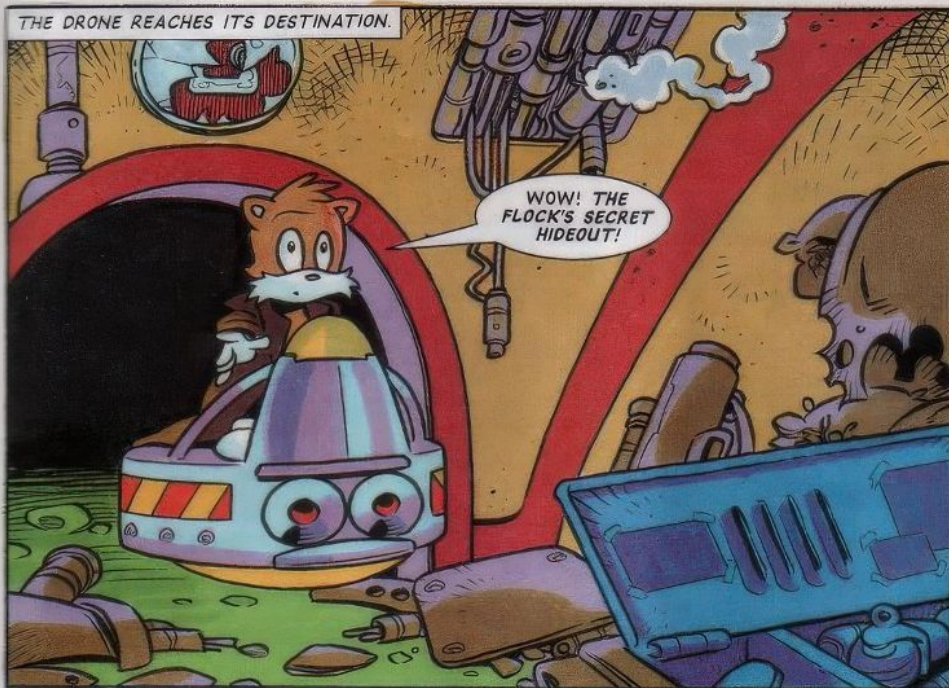




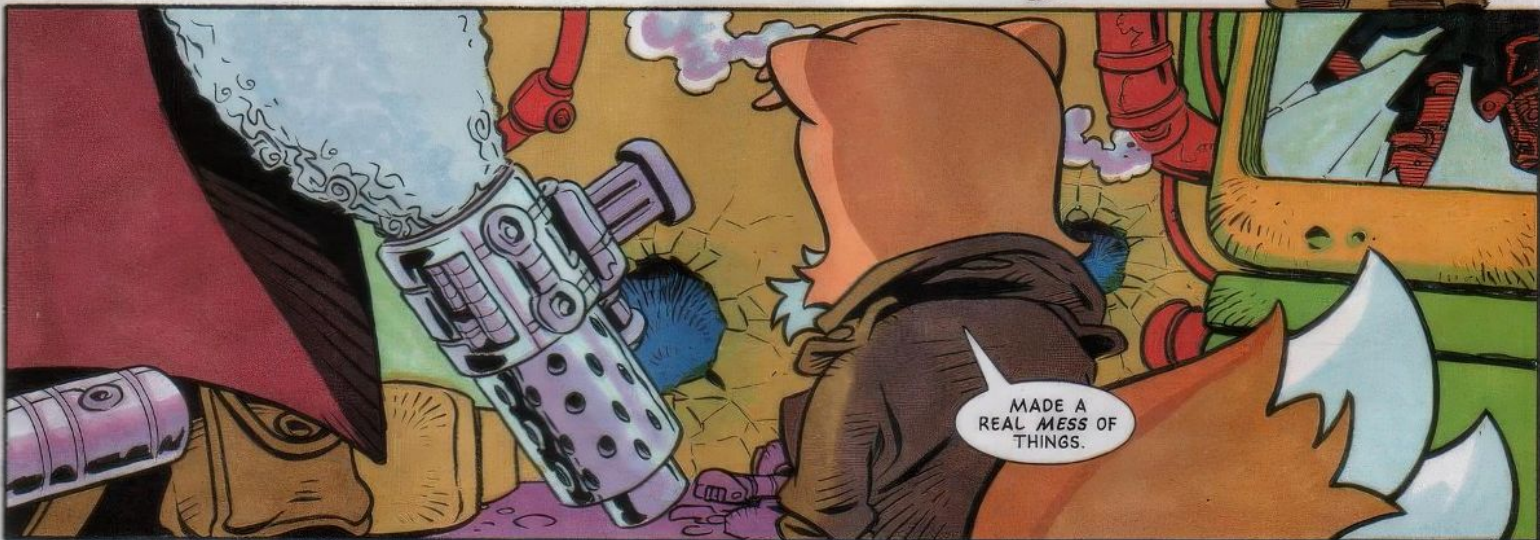




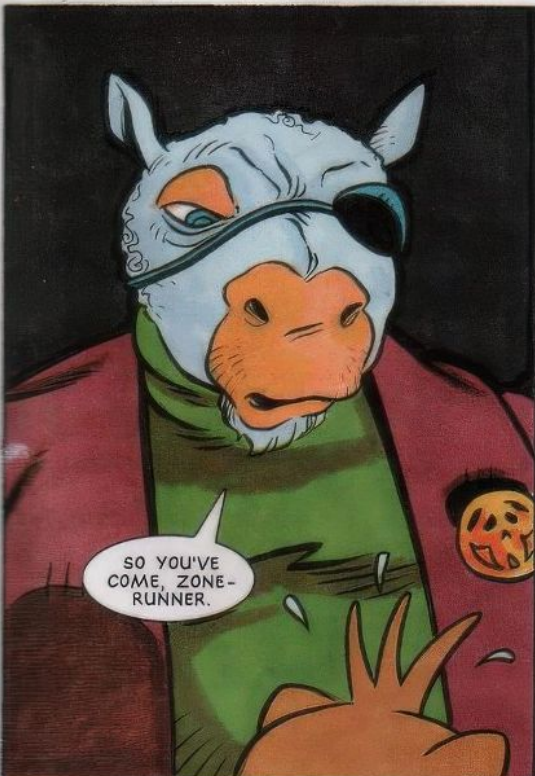
THE DRONE REACHES ITS DESTINATION.



BUT SOMETHING'S HAPPENED. LOOKS LIKE A BOMB'S GONE OFF HERE!



MADE A REAL MESS OF THINGS.



SO YOU'VE COME, ZONE-RUNNER.



SOL FURIC!  
WHAT'RE YOU DOING HERE? I THOUGHT YOU'D BEEN LOCKED UP.

WHERE ARE SAB AND THE FLOCK?



THEY'RE ALL DEAD, EVERY LAST ONE OF THEM...

THE FLOCK? BUT HOW? OH, GOLLY, YOU'RE STILL WORKING FOR ROBOTNIK...

NEXT ISSUE: DEAD SHEEP DON'T TALK!



# Q Zone

Q is for Question.  
Q is for Query.  
Q is for Quandary.  
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Here's a selection of cheats, brought to you Boomers by STC's own whiz-with-a-chip, **David Gibbon**. If you have a game query or question on how to help you complete your favourite game, drop a line to the Q Zone at the usual STC address.

## Tips & Cheats

### THE LION KING



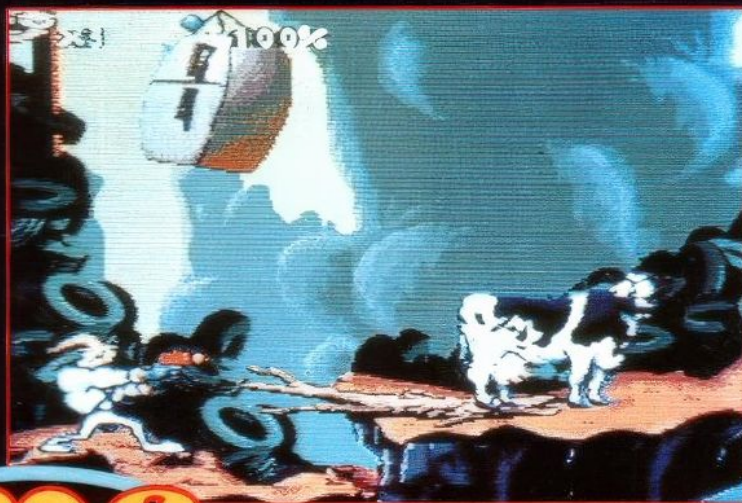
Following on from STC's recent two-part solution, Here's a cheat for all those Boomers who haven't managed to complete the **Lion King**. Not only does this cheat give you a level select option, but you

also get the chance to make yourself completely invulnerable.

To activate the cheat, from the menu screen, select Options. Go to the Sound Test and press Right, A, A then B on your joypad. Now, press Start and both options will appear.



### EARTHWORM JIM



Coming from Dave Perry, the mind behind such hits as *Aladdin* and *Cool Spot*, you'd expect this to be something special. In fact, **Earthworm Jim** proved to be a brilliant platformer, it containing a stack of original ideas and humour. However, it's a tough game to crack but the Q Zone is here to help with a nifty level select cheat:

Start the game as normal, then press Start to pause. On your joypad, press A and Left, B, B, A, A and Right, B, B then A to get the cheat working.



### THE INCREDIBLE HULK



The **Incredible Hulk** was something of a phenomena in years gone by, long before a certain blue hedgehog came





on the scene. The Hulk's speciality was turning green and ripping his shirts into shreds when he got mad. If the game has been causing similar problems for you, then this level skip cheat may well help cure you! Play the game as usual, then press pause. Now, press Up, Right, Down and Left. Unpause the game and lose all your lives. When you go back to start another game, you'll notice at the end of the intro screen, a black screen appears which features the level skip cheat. Yippee!

# BATTLECORPS



Core Design have been regarded as the saviours of the Mega-CD after they came up with the stunning *Thunderhawk*. **Battlecorps** was a follow-up to that, and features some truly excellent graphics. If you've been stuck for a while, then fear not as a level select cheat is about to come your way! First, go to the Practice Mode and press pause. Then enter B, A, B, A, Right, A, C, Up then Start. The screen will flash to indicate the sequence has worked, then a map should appear back on the character select screen. This map allows you to select any level you wish to play on.





Script & Art:  
NIGEL KITCHING  
Lettering:  
ELITTA FELL

# CAPTAIN Plunder

& HIS  
SKY PIRATES!

PART 2

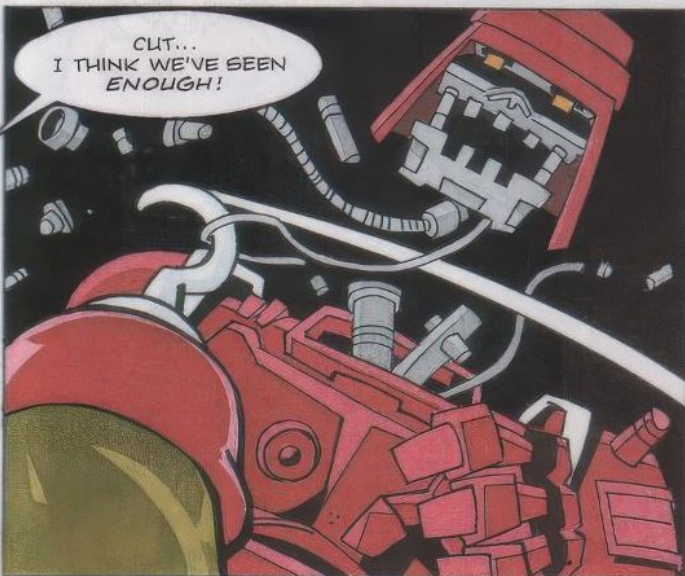


THINGS HAVE GONE A LITTLE WRONG  
WITH CAPTAIN PLUNDER'S PLAN TO  
ROB DOCTOR ROBOTNIK.

ALTHOUGH HIS PIRATES HAVE GOT  
CLEAN AWAY WITH THE LOOT, THEY  
ACCIDENTALLY LEAVE BEHIND  
THEIR BELOVED CAPTAIN...

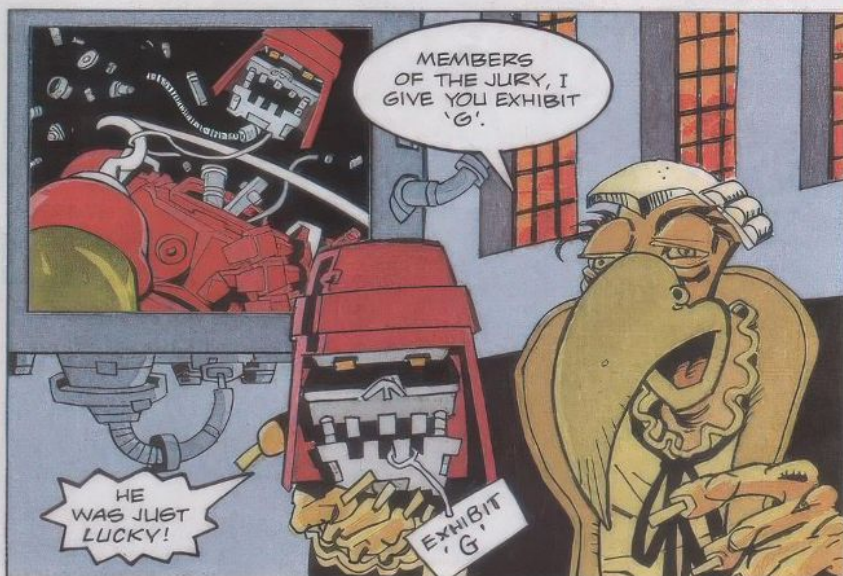


CUT...  
I THINK WE'VE SEEN  
ENOUGH!



MEMBERS  
OF THE JURY, I  
GIVE YOU EXHIBIT  
'G'.

HE  
WAS JUST  
LUCKY!











I ORDER THE ACCUSED TO REFRAIN FROM SUCH OUTBURSTS!



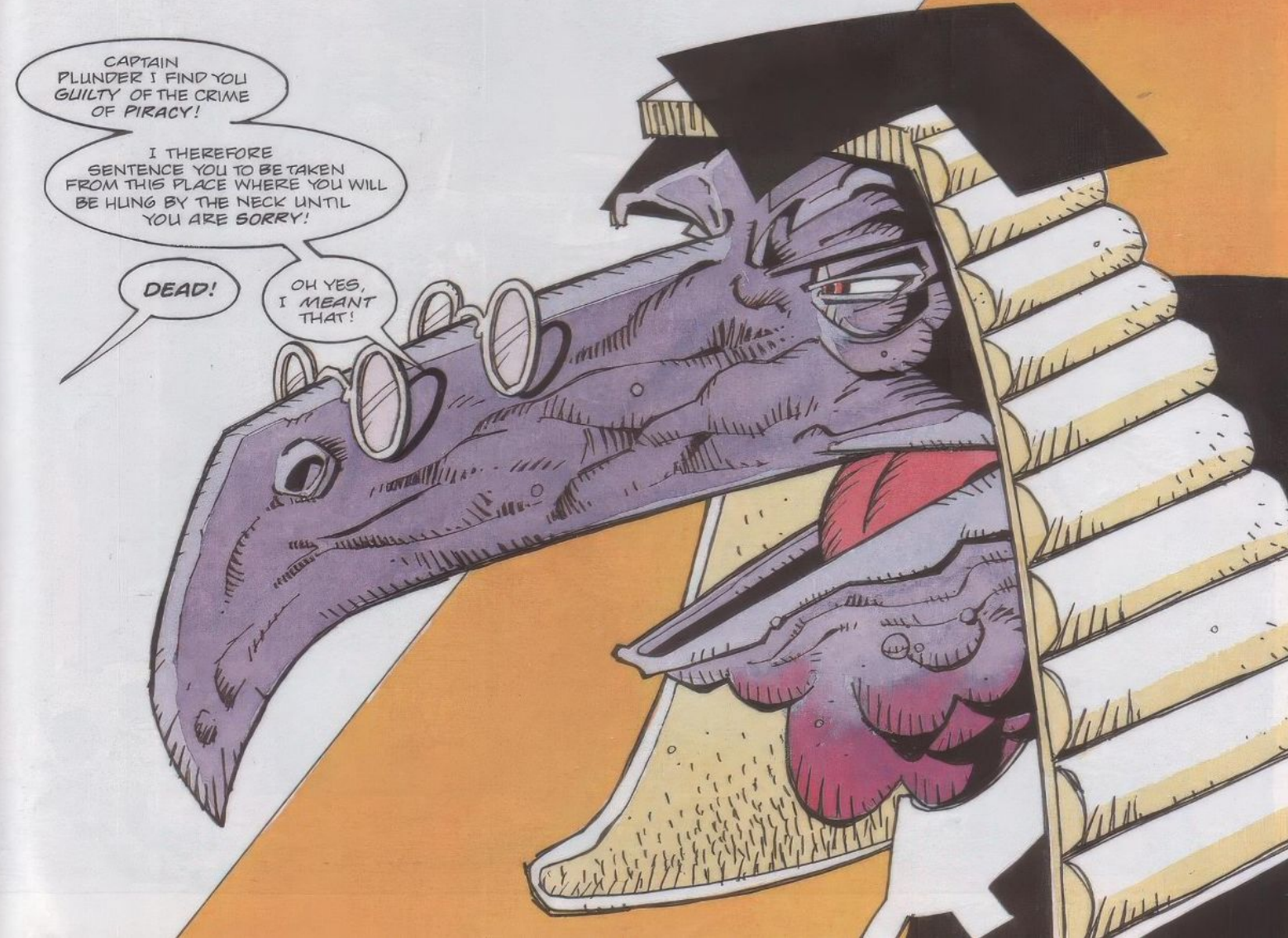
DON'T WORRY, WE CAN EDIT THAT OUT BEFORE TRANSMISSION.

OKAY, LET'S MOVE STRAIGHT ON TO THE SENTENCING!



OKAY, LET'S ROLL!

MAKE SURE YOU GET MY GOOD SIDE.



CAPTAIN PLUNDER I FIND YOU GUILTY OF THE CRIME OF PIRACY!

I THEREFORE SENTENCE YOU TO BE TAKEN FROM THIS PLACE WHERE YOU WILL BE HUNG BY THE NECK UNTIL YOU ARE SORRY!

DEAD!

OH YES, I MEANT THAT!



CAPTAIN PLUNDER  
HAS BEEN RESIDENT HERE FOR  
JUST OVER A WEEK NOW AND WE'VE  
JUST BEEN TOLD THAT HIS FINAL  
APPEAL AGAINST HIS SENTENCE  
HAS BEEN REFUSED.

AT LUXURIOUS  
HIGHVIEW THE EMPHASIS IS  
ON REHABILITATION RATHER  
THAN PUNISHMENT. NONE OF  
THE INMATES HERE HAVE  
EVER RE-OFFENDED!

MAINLY  
'CAUSE THEY  
HANG THEM  
ALL!

CUT!

THE  
HIGHVIEW  
CORRECTIVE  
CENTRE

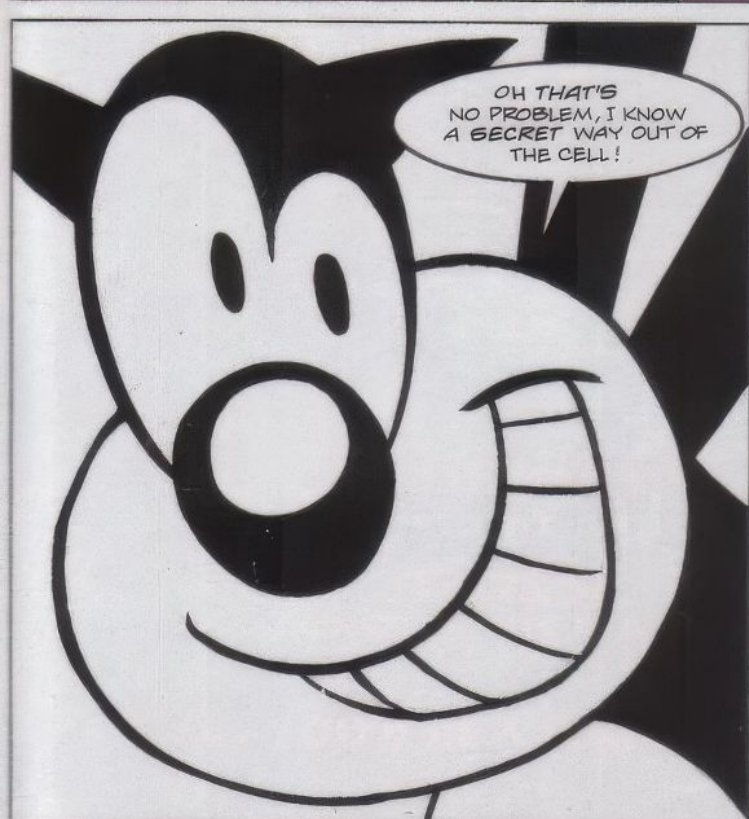
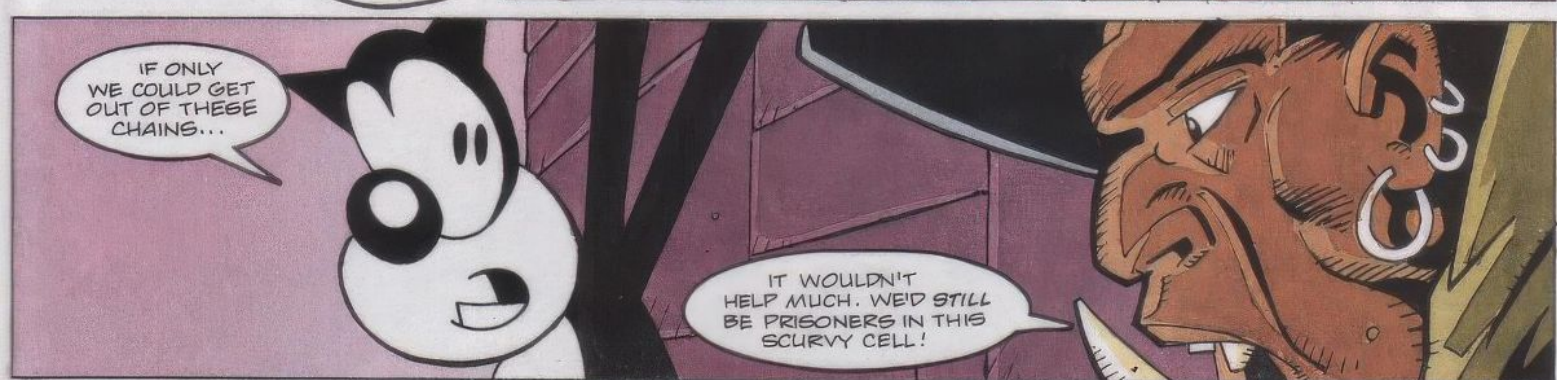
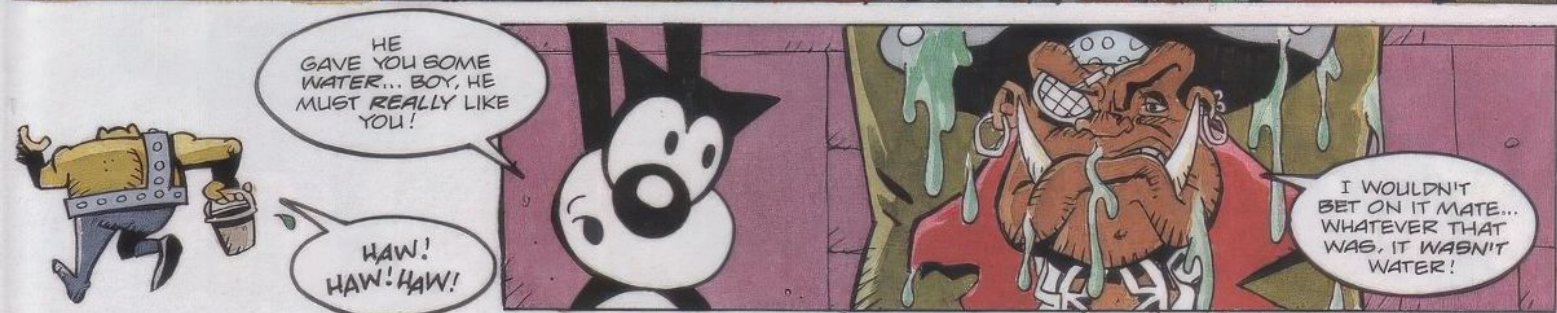
INSIDE THE 'LUXURIOUS' HIGH-  
VIEW CORRECTIVE CENTRE...

OKAY,  
WHICH ONE OF YOU  
SAID YOU WERE  
THIRSTY?

NOT ME,  
MISTER GULLETS,  
SIR!









# SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

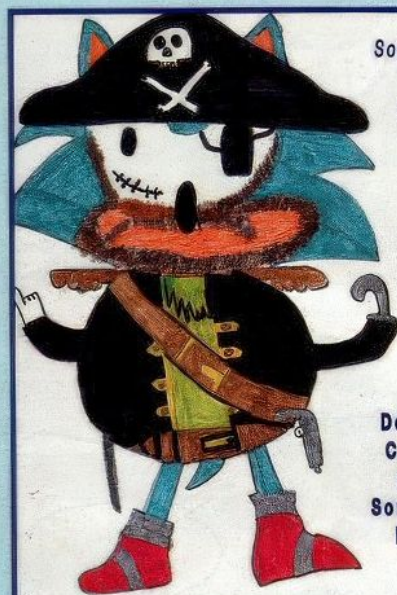
Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.



Sonic steals Captain Plunder's thunder!

Gary Donaldson, Calthness, Scotland. Sonic Water Fun Game Winner.



Could it be ... yes, it's a Mightily Sonic Ranger!

Katy Knight, Wall Heath, W. Midlands. Sonic Water Fun Game Winner.

## Gold Knuckle!

Dear STC,

Picture me on bended knee as I write ... please could you put more tattoos in STC, but this time including Knuckles?

Alex Medcalf, Redditch, Worcs. GG owner.

Sonic Water Fun Game Winner.



Get up now Alex. To help celebrate STC's 50th (Easter) issue, there'll be a set of gold and silver coloured tattoos, which will include Knuckles. In fact, there'll be even more terrific tattoos free with STC 51.

## Out Of This Planet!

Dear STC,

When Sega release their new 32-bit CD console, the Saturn, will there be an adaptor available to enable Saturn's games to be played on Mega-CD, or could the Mega-CD be Saturn game compatible?

Thomas Gray, Belfast, N Ireland. MCD owner.

Sonic Water Fun Game Winner.



No, Tomo, Saturn games will only be compatible with the Saturn console. See the News Zone for an update on the Saturn and the Neptune.

## New Order!

Dear Megadroid,

I can't believe it! There are five newsagents where I live, but not one of them sells STC. Could you please explain why as it's very frustrating.

Jamie Getcheffsky, Torquay, Devon. GG, MS & MD owner.

Sonic Water Fun Game Winner.



Even more reason to use the Reservation Coupon, Jamie, which will be included in the next issue especially for you.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megatiousonic Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.





**NEXT ISSUE...**

**GET YOUR HOOKS INTO ANOTHER EPISODE!**

# **CAPTAIN PLUNDER!**



**PLUS**

**SONIC!**

**COUNTS DOWN TO DISASTER?**

**SHINOBI!**

**SHOWS HIS TRUE COLOURS!**

**TAILS!**

**SHAKES IN HIS BIG MAC?**

**STC 49 - YOU'D BE A FOOL TO MISS IT!**

**ON SALE SATURDAY, 1ST APRIL 1995**

**£1.15**

## **DATA STRIP**

Fill in & send to:  
**Sonic The Comic,**  
25/31 Tavistock Place,  
London WC1H 9SU

### **WHO ARE YOU?**

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

### **HOT-SHOTS ONLY!**

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

### **GAME INTO STRIP**

What SEGA game would you like to  
see as a STC strip in the future?

I THINK.....

.....

would make a great comic  
strip in STC

### **MEGA HITS THIS ISSUE!**

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 48

OF **STC?**

%

